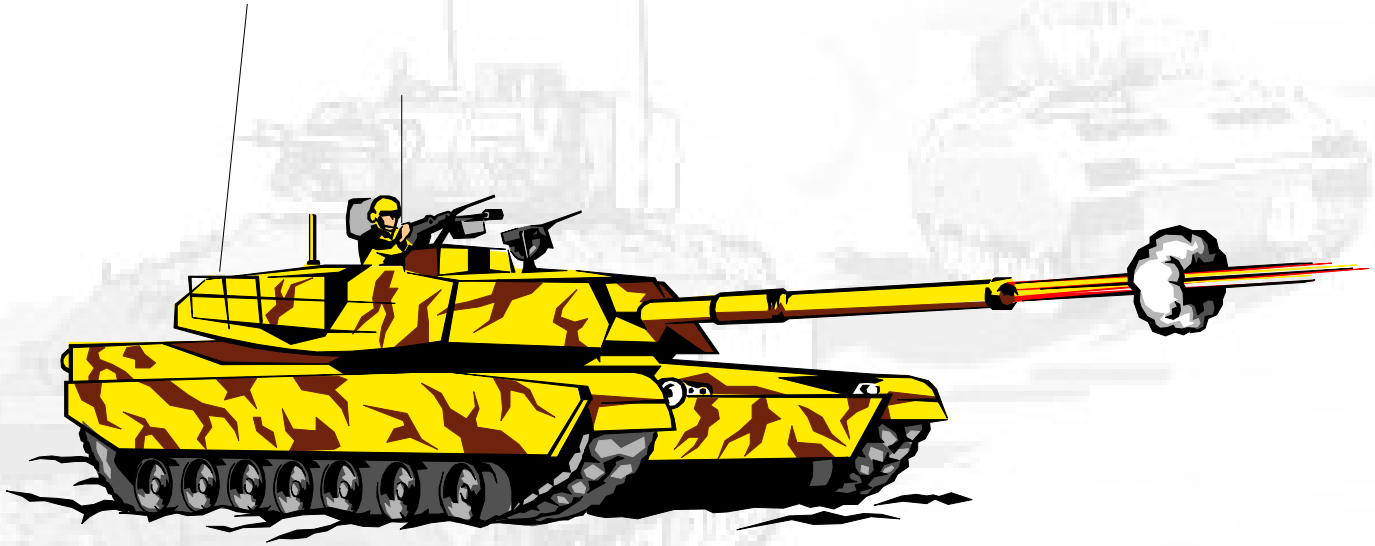
ATTACK



AGENDA

- Introduction
- Doctrinal Terms
- Planning
- Execution
- Questions

CHARACTERISTICS OF OFFENSIVE OPS

A. SURPRISE

B. CONCENTRATION (MASSING & SYNCH OF OVERWHELMING CBT POWER AT A DECISIVE POINT)

C. SPEED

D. FLEXIBILITY

E. AUDACITY - BOLD ACTIONS TO WIN

TYPES OF MAJOR OFFENSIVE OPERATIONS

A. MOVEMENT TO CONTACT

B. HASTY ATTACK

C. DELIBERATE ATTACK - good intel, plan, prep

D. EXPLOITATION - terrain or force oriented

E. PURSUIT - force oriented

TYPES OF ATTACK

HASTY ATTACK - Conducted either as the result of a meeting engagement or when bypass has not been authorized and the enemy is vulnerable

DELIBERATE ATTACK - differs from a hasty attack in that it is characterized by precise planning based on detailed information, thorough planning, and rehearsals

FORMS OF MANEUVER

A. ENVELOPMENT

B. PENETRATION

C. FRONTAL ATTACK

D. TURNING MOVEMENT

E. INFILTRATION

FORMS OF MANEUVER

A. ENVELOPMENT - PREFERRED FORM OF MANEUVER

Requires an assailable flank, formed primarily by aggressive RECONNAISSANCE

Enemy weapon orientations & obstacles determine where the assailable flank is…- Fixing Force (CO/TM's)

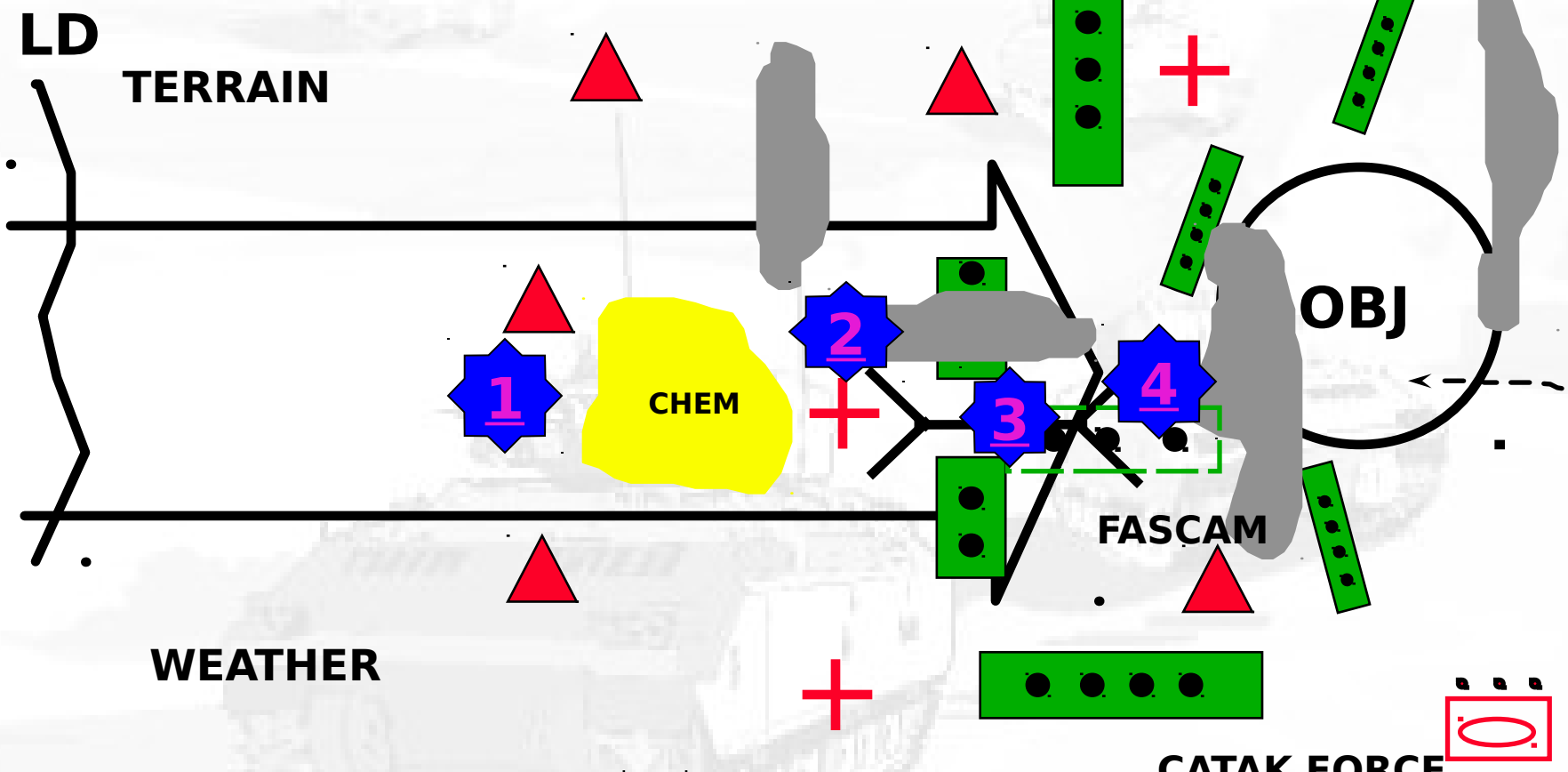
- Maneuver Forces (CO/TM's)

B. If you can't find an ASSAILABLE FLANK, you will have to PENETRATE

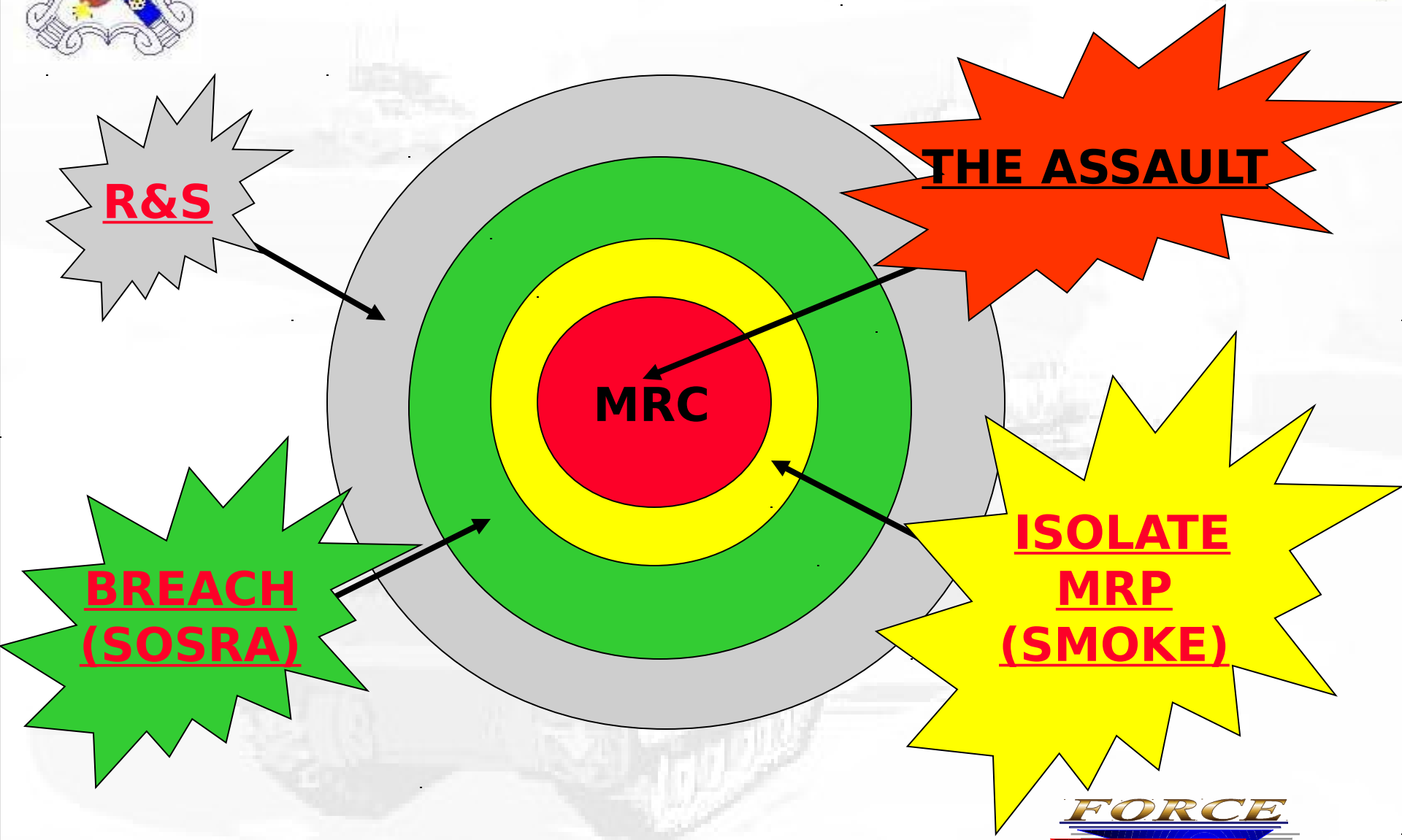
PENTRATION: Concentrate force to RUPTURE the defense on a narrow front, normally a MRP.

SUCCESS: Must be able to SUPPRESS enemy weapons, concentrate forces at the point of attack, and quickly pass sufficient forces through the gap.

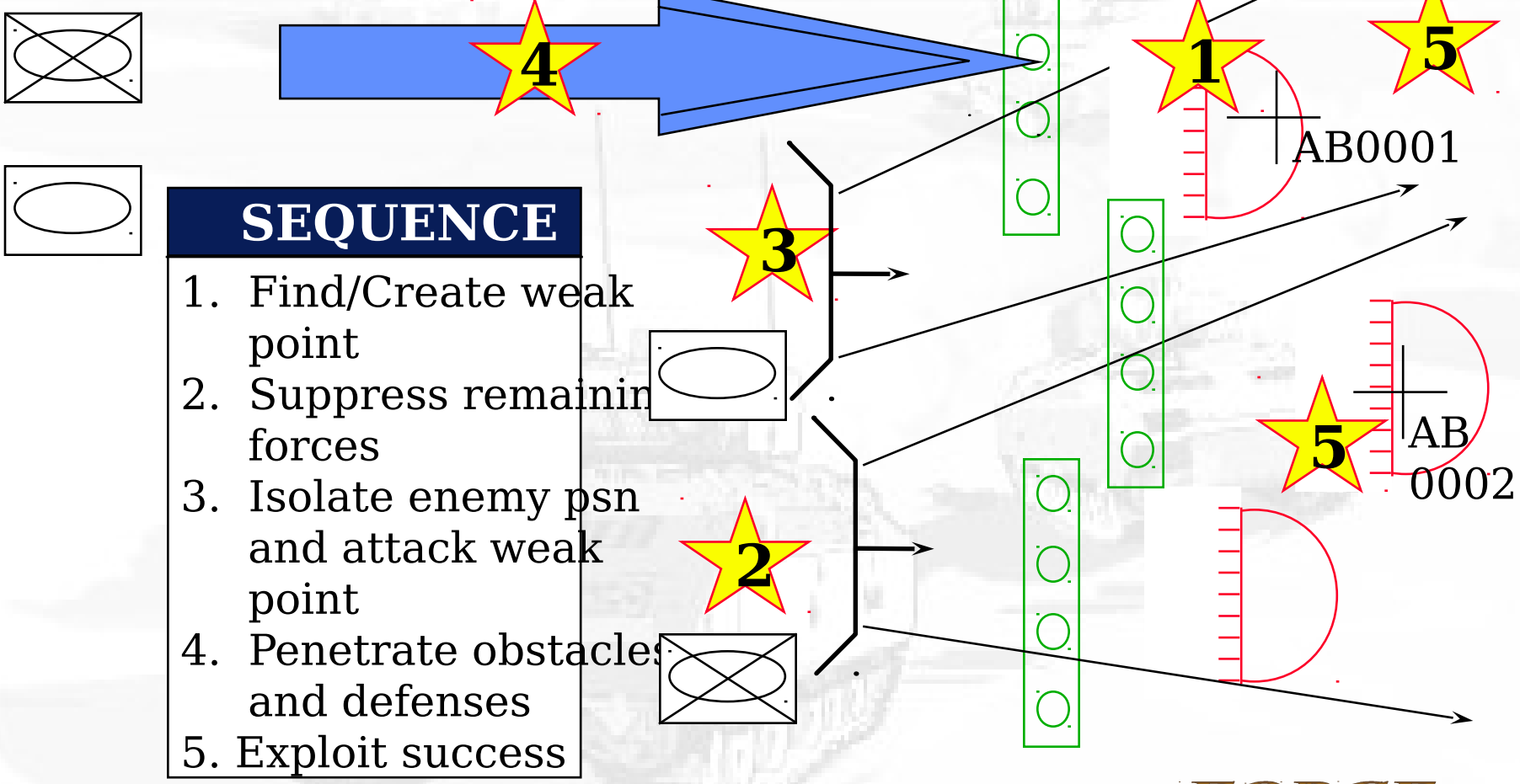
THE ATTACK
"GAUNTLET"



PEELING THE ONION



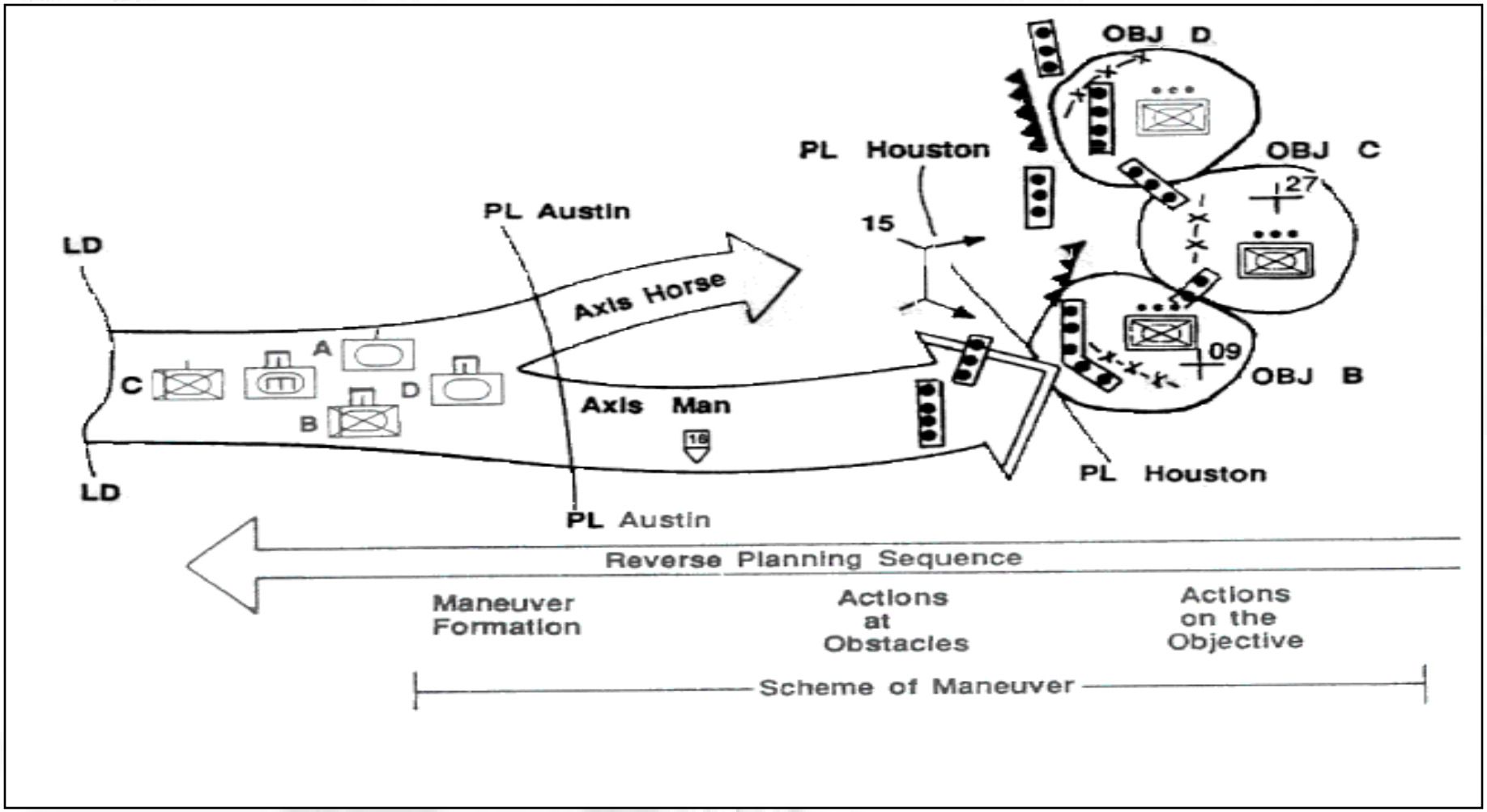
FUNDAMENTALS



SEQUENCE

1. Find/Create weak point
2. Suppress remainin forces
3. Isolate enemy psn and attack weak point
4. Penetrate obstacles and defenses
5. Exploit success

PLANNING THE ATTACK



ACTIONS ON THE OBJECTIVE

- **THE COMMANDER MUST DEVELOP A PLAN TO DESTROY INDIVIDUAL ENEMY UNITS (USUALLY PLATOON OR SMALLER) BY ACHIEVING *OVERWHELMING COMBAT POWER* RATIOS AT THE DECISIVE POINT AND TIME.**

- **THE PLAN MUST ENABLE THE COMMANDER TO BRING AS MUCH COMBAT POWER TO BEAR AS POSSIBLE *BY SYNCHRONIZATION OF MANEUVER ELEMENTS AND FIRES*.**

FM 71-2, P. 3-23

ACTIONS ON THE OBJECTIVE

- MANEUVER UNITS MUST ARRIVE AT THEIR ATTACK BY FIRE POSITIONS OR *COMMENCE THE ASSAULT SIMULTANEOUSLY* IN ORDER TO ACHIEVE THE DESIRED COMBAT POWER RATIOS AND AVOID A PIECEMEAL ATTACK.

- FIRES MUST BE PLANNED TO ENHANCE COMBAT RATIOS. TO ISOLATE ENEMY UNITS FROM EACH ONE ANOTHER, THE COMMANDER MAY *USE DIRECT & INDIRECT FIRES*, INCLUDING *SMOKE FOR OBSCURATION*, AND MANEUVER TO FIX UNITS OR PREVENT REINFORCEMENT.

FM 71-2, P. 3-23

SEQUENCE OF ATTACK

1. RECONNAISSANCE
2. MOVEMENT TO LINE OF DEPARTURE
3. MANEUVER
4. DEPLOYMENT
5. ATTACK
6. CONSOLIDATION AND REORGANIZATION

FM 71-2 P. 3-4

RECONNAISSANCE

- In order to assault a prepared position a certain amount of Intelligence is required.
- A Task Force can’t be sent against a prepared enemy defense with any Expectation of Success without some degree of Knowledge of Enemy Disposition.
- The Relationship between Reconnaissance & Planning for the Assault is so critical that it requires solid Knowledge of the Enemy prior to the Assault.

RECONNAISSANCE

- Reconnaissance begins at receipt of the mission
- Must be <u>focused</u> with a good R&S plan and PIR
- Should be <u>flexible</u> to meet changing situation
- Typical focus is on:
  - obstacles
  - vehicle locations
    - vehicle fighting positions
  - security zone (CSOP / OPs)
  - infantry strong points
  - enemy reserve

OBSTACLE INTELLIGENCE

- LOCATION
- ORIENTATION
- PRESENCE OF WIRE
- GAPS AND BY-PASSES
- MINEFIELD COMPOSITION (BURIED, SURFACE, AT-AP-AH)
- TYPES OF MINES
- LOCATIONS OF ENEMY DIRECT FIRE WEAPONS
  FM 90-13-1

CO/TM MISSIONS IN THE ATK

A. Attack to seize or secure an OBJ

B. Overwatch (SBF)

C. Attack by fire (ABF) - engage with direct fire to kill

D. Breach **

E. Reserve

TF ORGANIZATION FOR THE ATK

- Security/ Recon Force - SCT PLT(+), INF
- Support Force - 1 or 2 CO/TM
- Breach Force - CO/TM(+) or EN CO(+/-)
- Assault Force - CO/TM or CO/TM(+)

MAIN ATTACK

THE MAIN ATTACK IS THE TF'S ME AT THE DP OF THE ATTACK.

THE ME IS THE FOCUS OF COMBAT POWER AT ANY GIVEN TIME DURING AN ATTACK.

PLANNING CONSIDERATIONS

COMBAT MULTIPLIERS

- Dismounted Infantry
- CAS
- Mortars
- ADA
- COLTs
- Engineers - Breach Assets, VOLCANO, AVLB, Sappers
- ARTY - Smoke, FASCAM, HE, DPICM, Copperhead

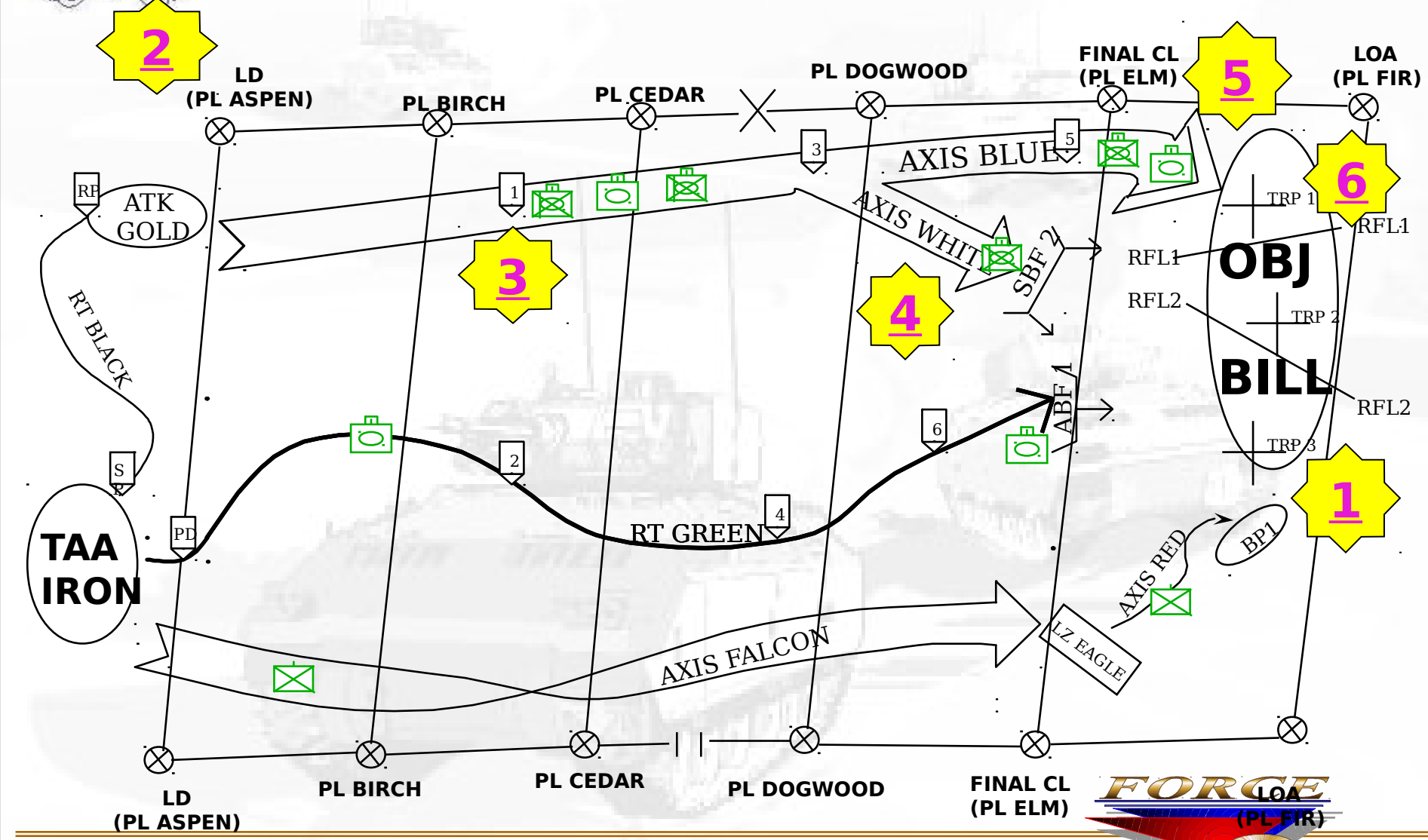
PLANNING CONSIDERATIONS

Command and Control and CSS

- TOC location
- CDR / S3 location
- RETRANS
- Limited Visibility / Weather
- Graphic Control Measures

- CTCP location
- FAS / MAS locations
- MASCAL
- CL III/V resupply
- Mortar CL V resupply

OFFENSIVE GRAPHICS



REHEARSAL PRINCIPLES

- SUPPORT THE SCHEME OF MANEUVER AND CDR'S INTEN
- PROVIDE CLEAR TASKS / CONDITION / STANDARDS (T/C/S
- CONDUCT MULTIECHELON, COMBINED ARMS REHEARSAL
- DETERMINE KEY PARTICIPANTS
- ENFORCE STANDARDS / TRAIN TO STANDARD
- PROVIDE FEEDBACK
- COMPLEMENT PREPARATION PHASE
- INSTILL CONFIDENCE IN PLAN AND IN LEADERS

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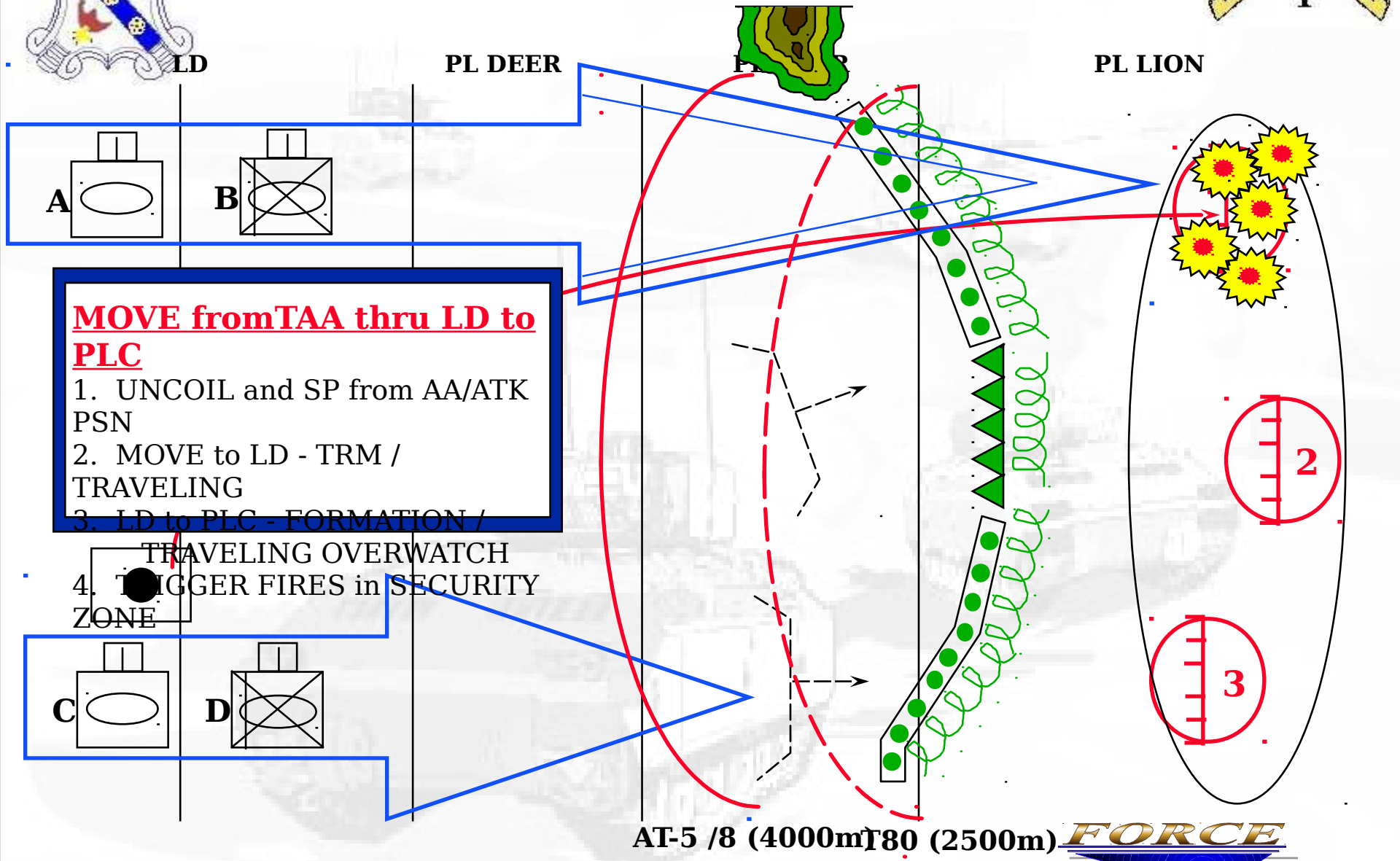
PHASES OF DELIBERATE ATTACK

1. CLOSE ON THE OBJ
2. ISOLATE THE SITE FOR PENETRATION
3. BREACH OR PENETRATE TO GAIN A FOOTHOLD INTO THE POSITION
4. EXPLOIT THE PENETRATION

FM 71-2 P. 3-54

CONDUCT of the ATTACK



MOVE fromTAA thru LD to PLC

1. UNCOIL and SP from AA/ATK PSN
2. MOVE to LD - TRM / TRAVELING
3. LD to PLC - FORMATION / TRAVELING OVERWATCH
4. TRIGGER FIRES in SECURITY ZONE

MOVEMENT TECHNIQUES

- TRAVELING

- TRAVELING OVERWATCH

- BOUNDING OVERWATCH

** Movement Techniques end at Actions on Contact **

MOVEMENT FORMATIONS

-WEDGE

-VEE

-BOX

-DIAMOND

-COLUMN

-LINE

-ECHELON

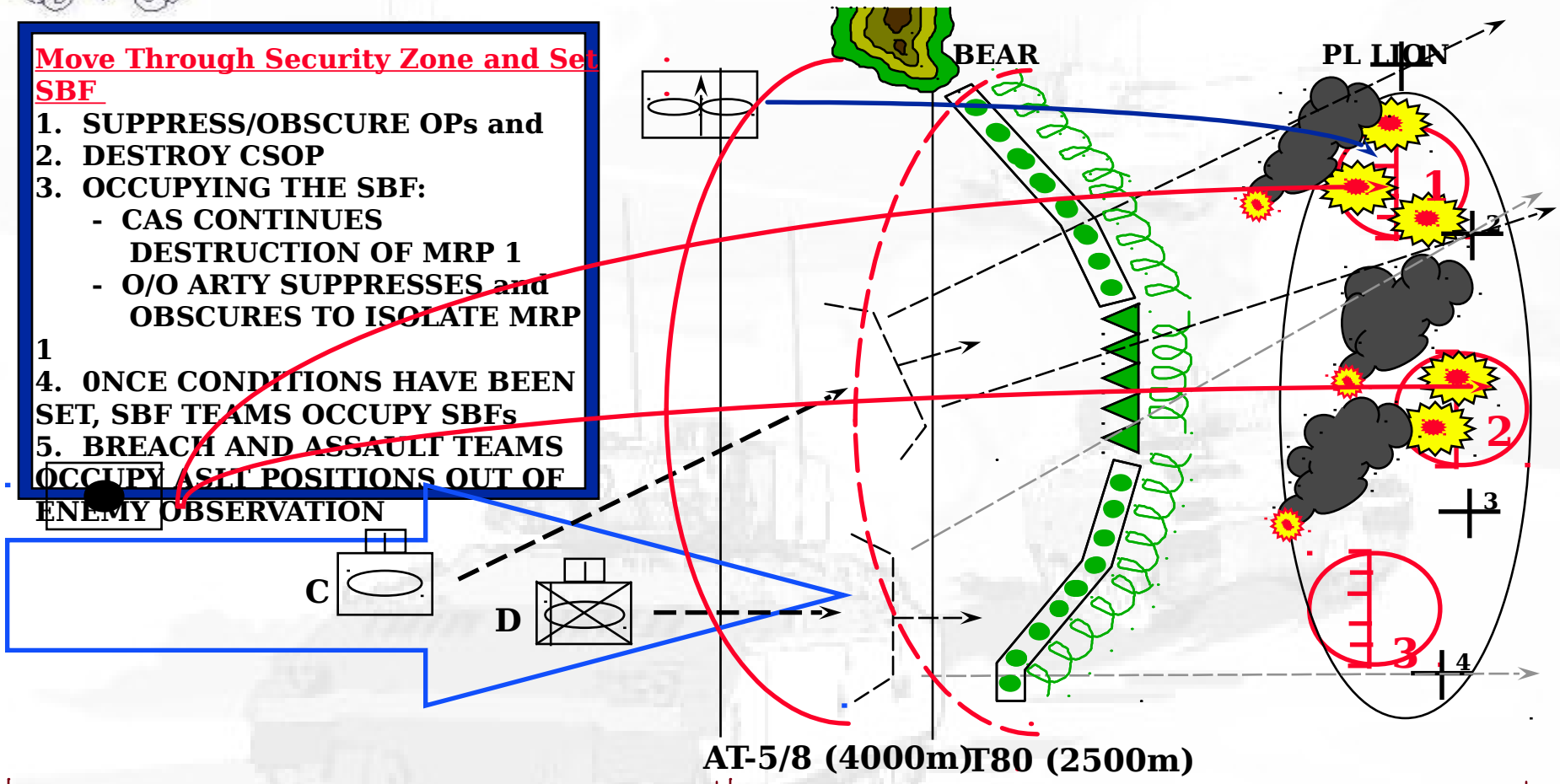
FIRE CONTROL TECHNIQUES

- **MOVING QUADRANTS**
  - COMMANDER IS THE BASE
  - PROVIDES AREA COVERAGE WHILE MOVING
- **CLOCK METHOD**
  - BASED ON UNIT MOVEMENT
  - EASILY UNDERSTOOD BY VEHICLE CREWS
- **SECTORS**
  - USED WITH TRPs
  - MOST COMMON TECHNIQUE
  - COVERAGE VARIES DUE TO ANGLES
- **TRP QUADRANTS**
  - BASED ON DETAILED ENEMY POSITIONS
  - 1 TRP DETERMINES RESPONSIBILITY IN 4 DIFFERE AREAS

CONDUCT of the ATTACK

Move Through Security Zone and Set SBF

1. SUPPRESS/OBSCURE OPs and
2. DESTROY CSOP
3. OCCUPYING THE SBF:
   - CAS CONTINUES DESTRUCTION OF MRP 1
   - O/O ARTY SUPPRESSES and OBSCURES TO ISOLATE MRP 1
4. 0NCE CONDITIONS HAVE BEEN SET, SBF TEAMS OCCUPY SBFs
5. BREACH AND ASSAULT TEAMS OCCUPY ASLT POSITIONS OUT OF ENEMY OBSERVATION



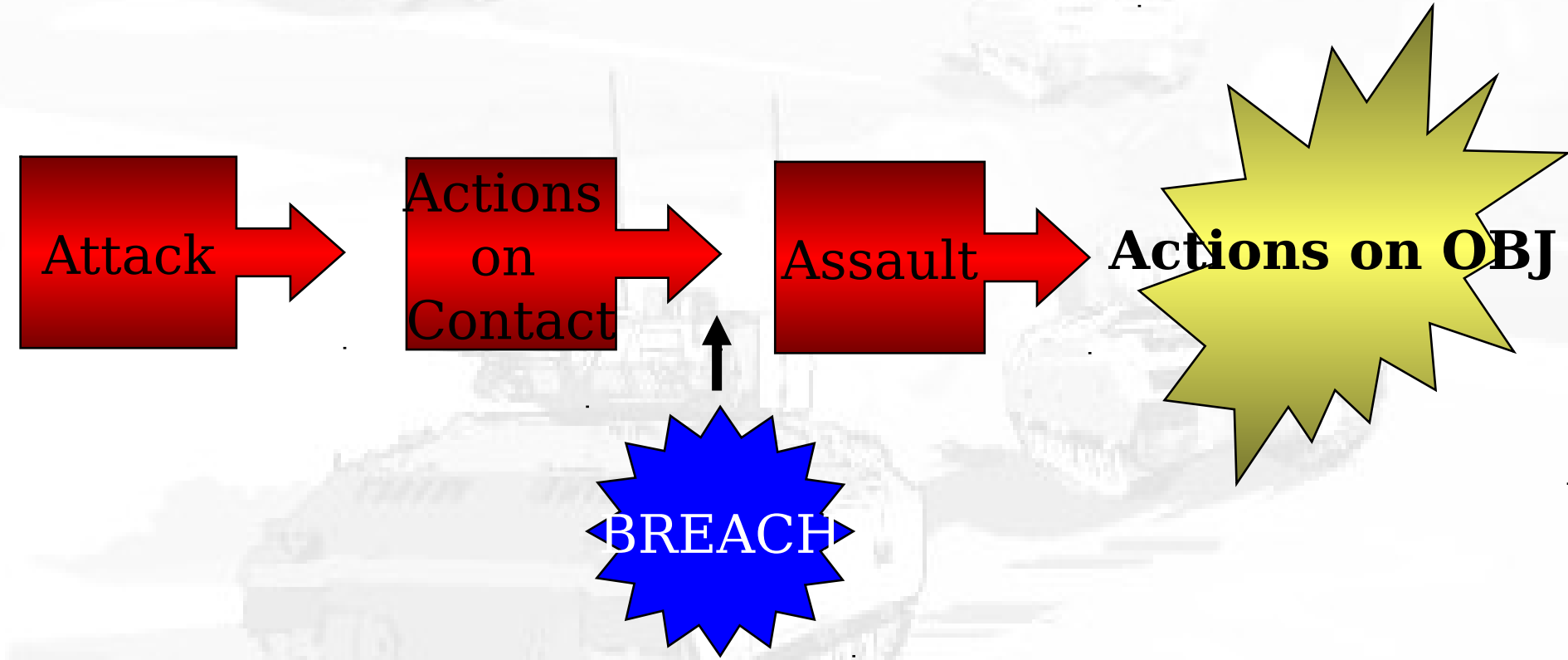
Killing Fires **ARTILLERY PURPOSE** Suppress/Obscure

Maneuver

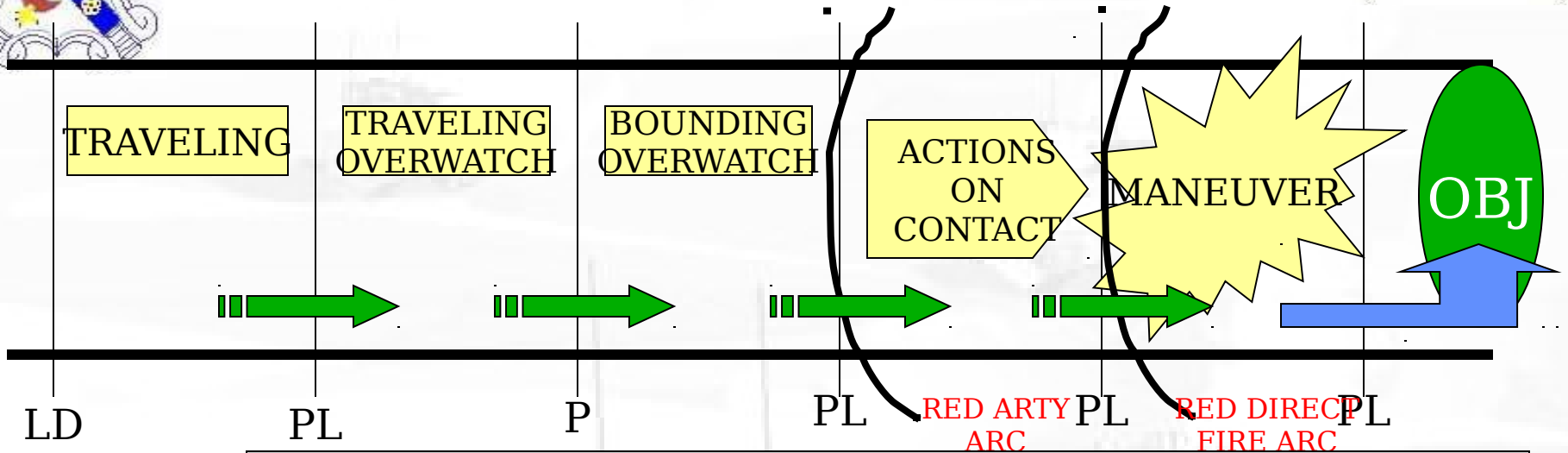
Use of movement in combination with fires to achieve a position of advantage w/ respect to the enemy and to facilitate accomplishing the mission.

The combination of fire and movement first requires a base of fire that suppresses or destroys enemy forces. This protective fire element allows the bounding unit to continue movement

PLC to the OBJ



Find, Fix, Destroy



Actions on Contact

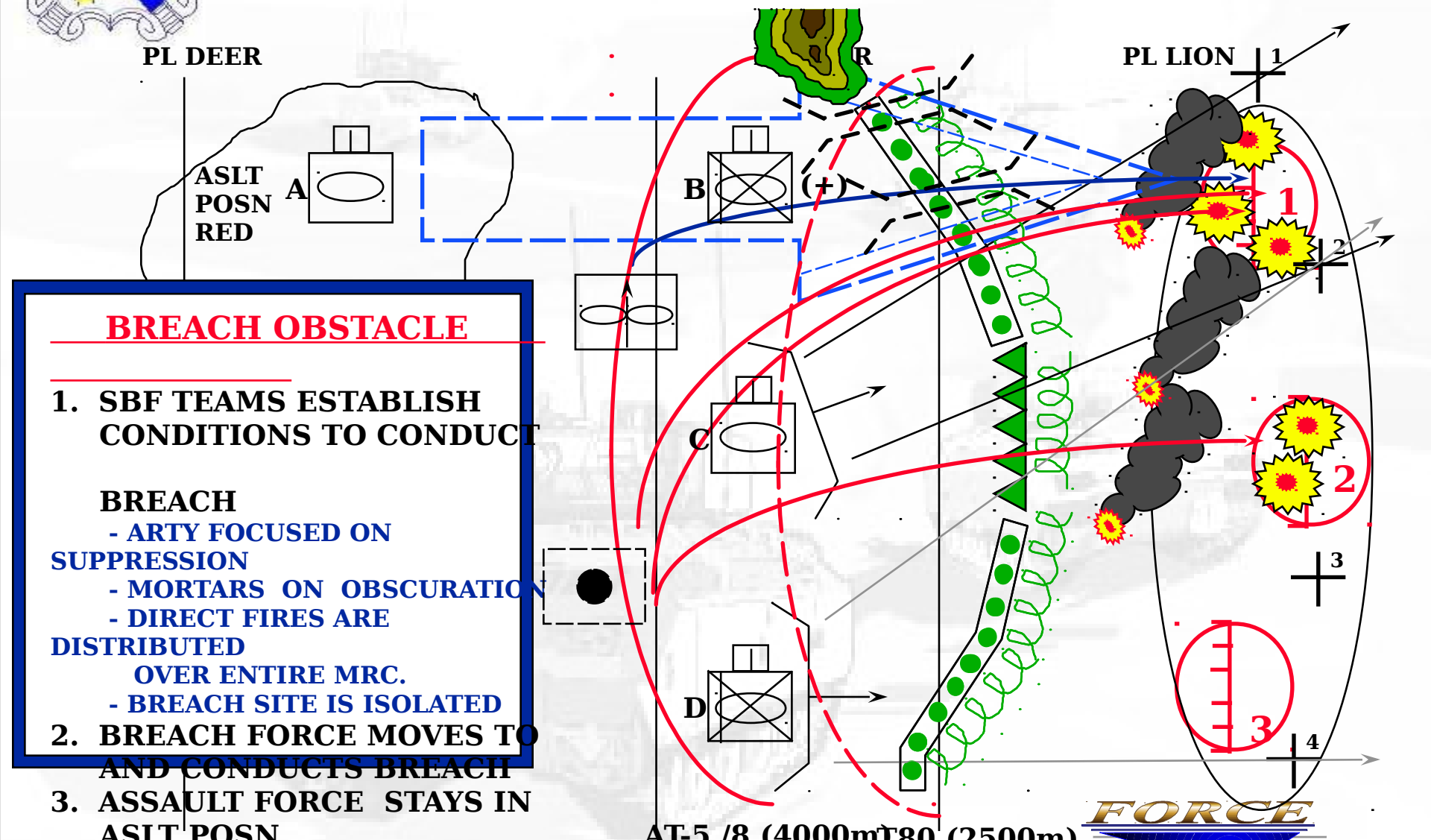
1. DEPLOY AND REPORT:
   (RETURN FIRE!)
   A. React to NBC Attack
   B. React to Air Attack
   C. React to Arty Attack
   D. Contact Drill
   E. Action Drill
   F. Change Formation

2. DEVELOP SITUATION:
   A. Maneuver
   B. Call for Indirect Fire
   C. Recon by Fire
   D. Conduct Dismount Rec

3. CHOOSE A COA:
   A. Same Plan
   B. Same Plan w/FRAGO for small changes
   C. Different COA
   D. Situation Unclear - Con't to Develop Sit

4. EXECUTE COA:
   A. Assault
   B. Attack by Fire
   C. Support by Fire
   D. Bypass
   E. Advance in Contact
   F. Breach
   G. Defend/Delay

CONDUCT of the ATTACK



BREACH OBSTACLE

1. SBF TEAMS ESTABLISH CONDITIONS TO CONDUCT

   BREACH
   - ARTY FOCUSED ON SUPPRESSION
   - MORTARS ON OBSCURATION
   - DIRECT FIRES ARE DISTRIBUTED OVER ENTIRE MRC.
   - BREACH SITE IS ISOLATED
2. BREACH FORCE MOVES TO AND CONDUCTS BREACH
3. ASSAULT FORCE STAYS IN ASLT POSN
4. CFZ OVER BREACH SITE

BREACHING FUNDAMENTALS (SOSRA)

- **SUPPRESS:** FOCUS OF ALL AVAILABLE FIRES ON ENEMY TO PREVENT EFFECTIVE FIRES ON FRIENDLY FORCES
- **OBSCURE**: HAMPER ENEMY OBSERVATION AND TARGET
  - ACQUISITION - CONCEALS FRIENDLY ACTIVITIES AND MOVEMENT
- **SECURE:** PREVENTS ENEMY FROM INTERFERING WITH OBSTACLE REDUCTION AND PASSAGE OF ASSAULT FORCE
- **REDUCE:** CREATING LANES THROUGH OR OVER OBSTACLES TO ALLOW ATTACKING FORCES TO PASS
- **ASSAULT:** PENETRATE THE ENEMY'S DEFENSE AND DESTROY HIS FORCES

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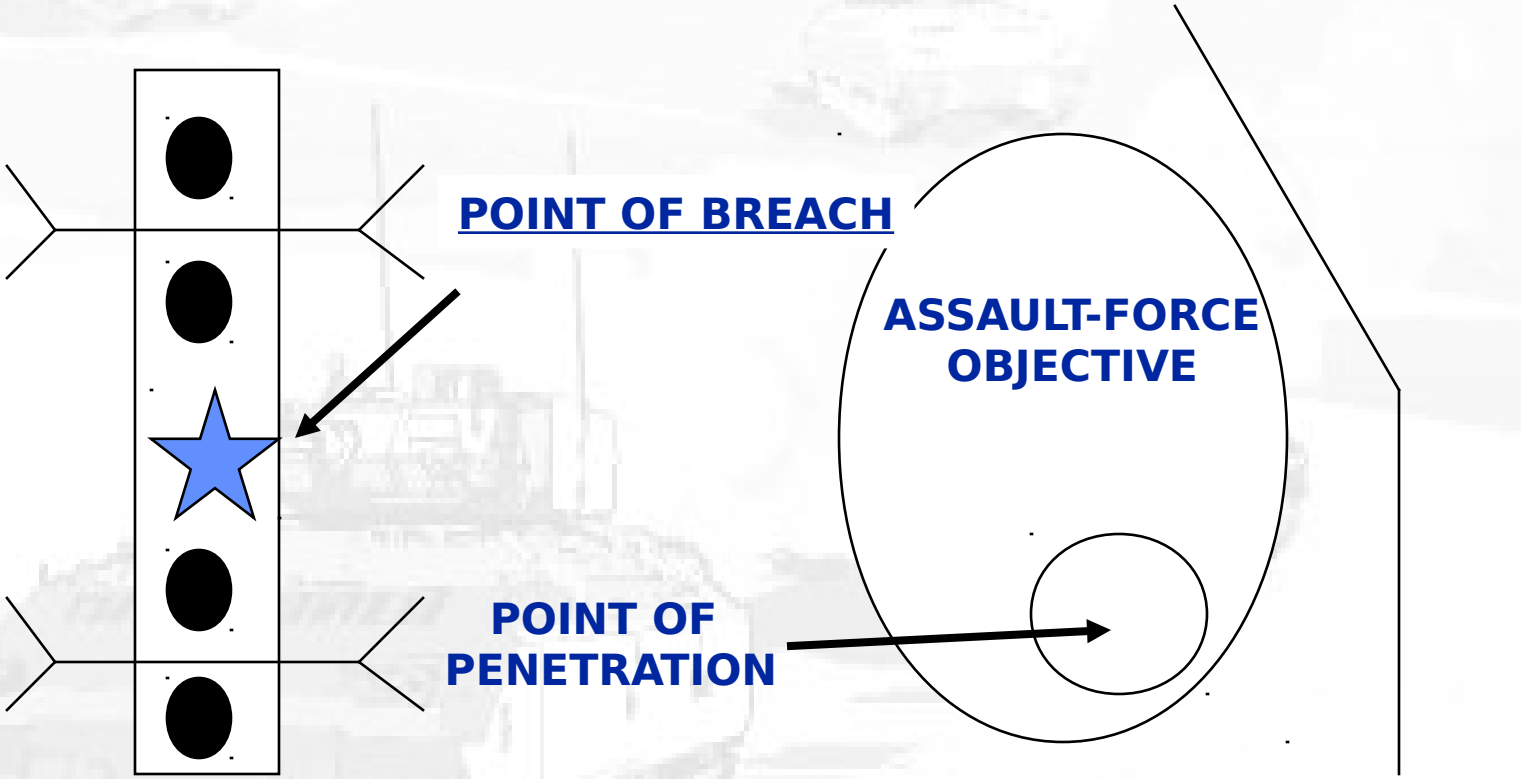
POINT OF PENETRATION
POINT OF BREACH

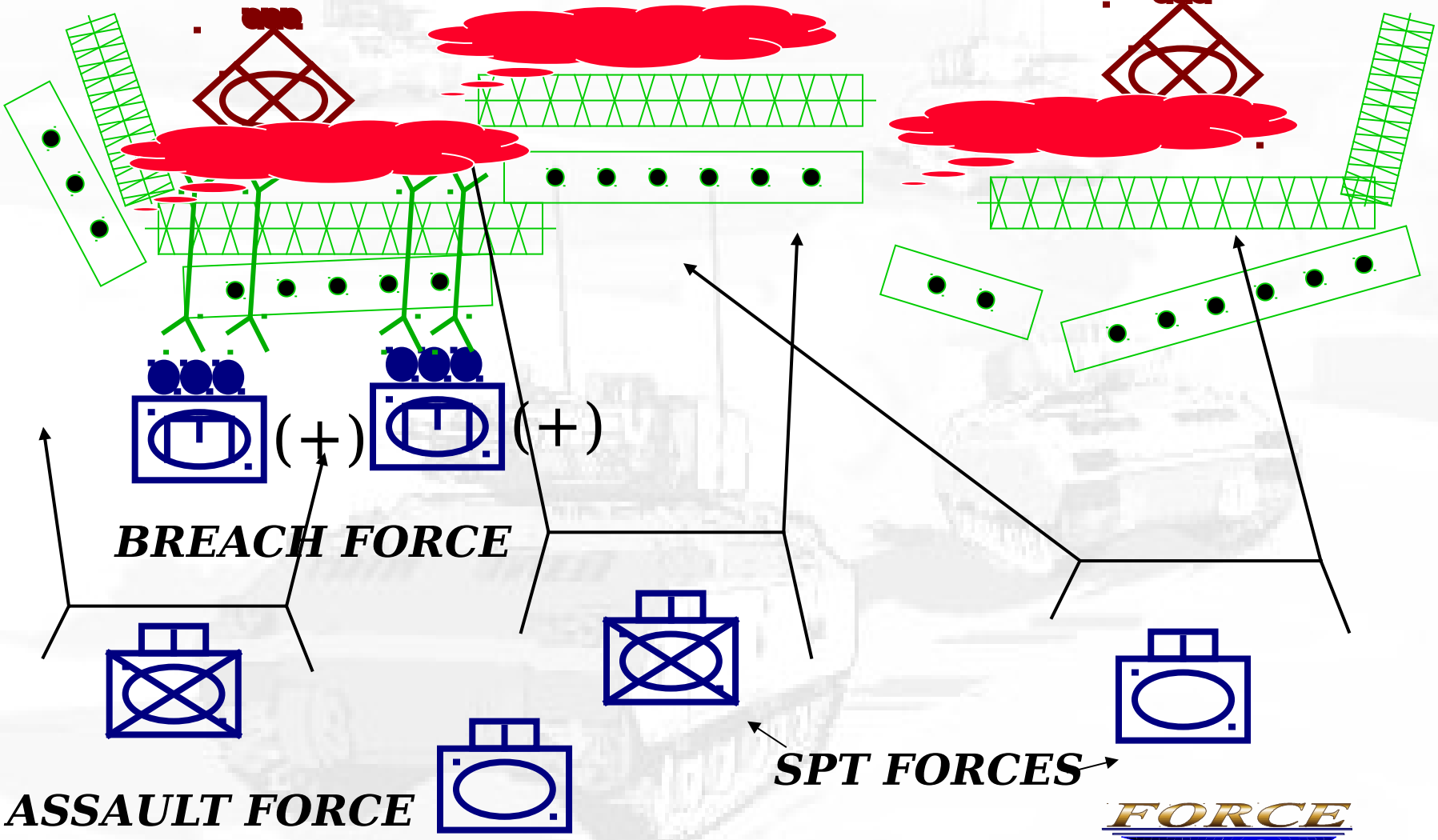


POINT OF PENETRATION
POINT OF BREACH

- **POINT OF PENETRATION**- is an initial objective of an assault force that focuses on a platoon-sized enemy element. Seizure of this objective gives access to the flank of enemy forces. A commander conducting a breaching operation establishes a POP that supports the securing of an assault-force objective.

- **POINT OF BREACH**- is a location (normally a six-digit grid) where a force plans to reduce an enemy's obstacle. A commander conducting a breaching operation determines a point of breach that supports the seizing of a point of penetration.

Achieving SOSRA



OBSCURATION

- **CAREFULLY PLANNED TO PROVIDE MAXIMUM DEGRADATION OF ENEMY OBSERVATION AND FIRES**

- **MUST NOT SIGNIFICANTLY DEGRADE FRIENDLY FIRES AND CONTROL**

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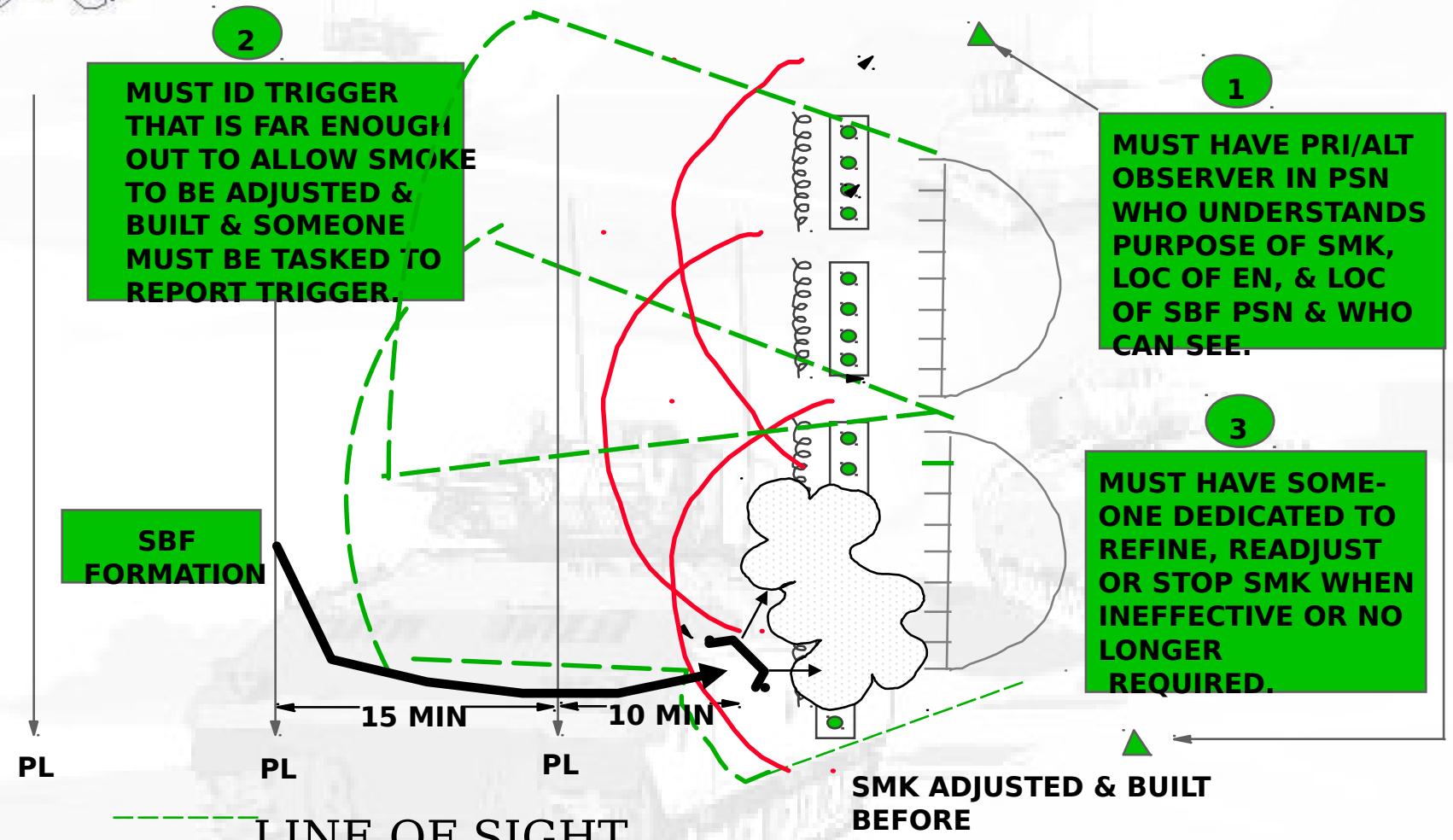
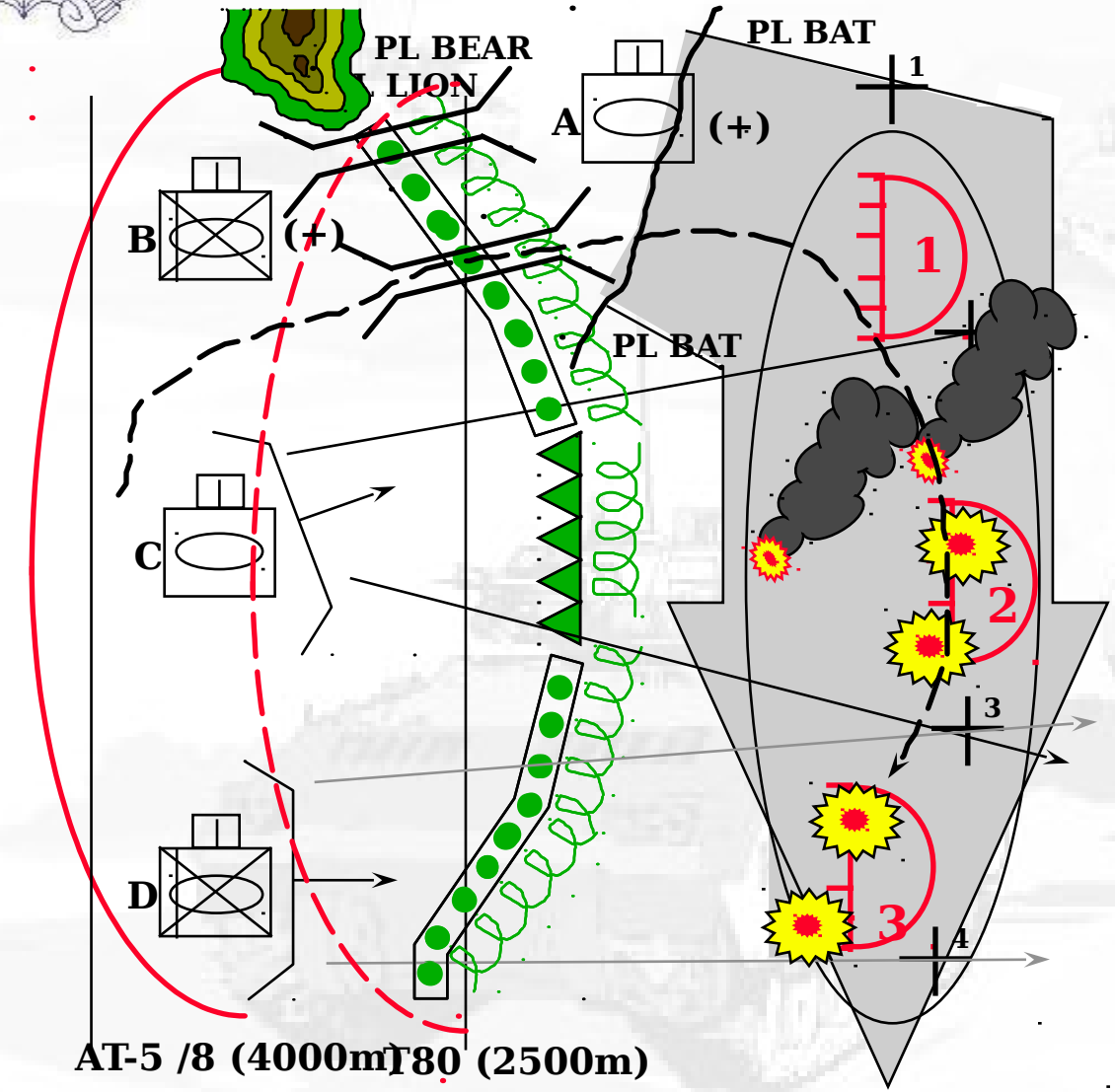
TRIGGERS: SMOKE


2
MUST ID TRIGGER THAT IS FAR ENOUGH OUT TO ALLOW SMOKE TO BE ADJUSTED & BUILT & SOMEONE MUST BE TASKED TO REPORT TRIGGER.
1
MUST HAVE PRI/ALT OBSERVER IN PSN WHO UNDERSTANDS PURPOSE OF SMK, LOC OF EN, & LOC OF SBF PSN & WHO CAN SEE.
3
MUST HAVE SOME-ONE DEDICATED TO REFINE, READJUST OR STOP SMK WHEN INEFFECTIVE OR NO LONGER REQUIRED.
SBF FORMATION
15 MIN
10 MIN
PL
PL
PL
SMK ADJUSTED & BUILT BEFORE
LINE OF SIGHT
DIRECT FIRE FAN

CONDUCT of the ATTACK



ASSAULT

1. SHIFT FIRE IOT ISOLATE MRP AT THE POINT OF PEN.:
   - SBF TEAMS TO ALTERNATE ORIENTATION
   - ARTY SUPPRESSION AND OBSCURATION
   - BASED ON TRIGGER (LEAD PLT CROSSING PL BAT FOR EXAMPLE)
2. TM A PROVIDES INTERNAL SBF AND BREACH AS NEEDED
3. TM C PREPARES TO CONTINUE THE ASSAULT
4. TM B BECOMES THE RESERVE

The Key to Assault

- Suppressive Direct & Indirect Fires are the means to *solve* the Crisis in Battle.
- Good Suppressive Fire allows freedom of movement.
- Volume of Fire is critical to Success.
- Rommel → "Accuracy of fire is less important than volume of fire."
- Direct and Indirect Fire Suppression should start simultaneously.

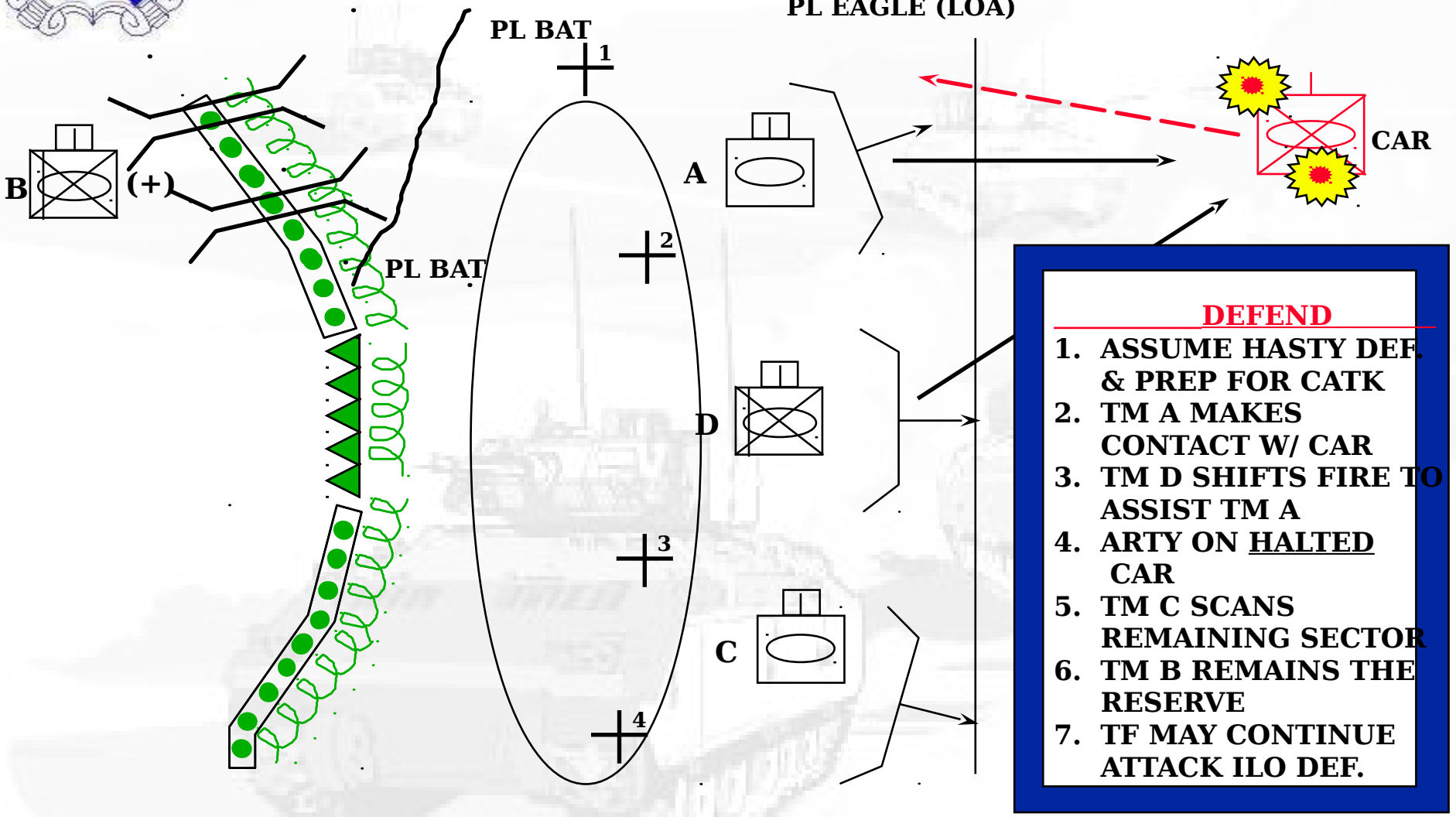
ISOLATE ENEMY POSITION

- The purpose of SBF direct fires is to isolate the assaulted objective once the assault force triggers the shifting those fires
- The SBF CO/TM must prevent the reorientation of enemy direct fires and the repositioning of adjacent enemy units

SUPPORT BY FIRE

- The SBF must SHIFT or LIFT direct fires once the assault force begins to mask their fires. Both CDRs must thoroughly understand the TRIGGER for this event.
  - Shift fires to *isolate the assaulted enemy position*
  - Lift fires to prepare to *exploit successful penetration*

CONDUCT of the ATTACK



DEFEND

1. ASSUME HASTY DEF. & PREP FOR CATK
2. TM A MAKES CONTACT W/ CAR
3. TM D SHIFTS FIRE TO ASSIST TM A
4. ARTY ON HALTED CAR
5. TM C SCANS REMAINING SECTOR
6. TM B REMAINS THE RESERVE
7. TF MAY CONTINUE ATTACK ILO DEF.

CONSOLIDATION AND REORGANIZATION

- CONSOLIDATION
  - ELIMINATE ENEMY RESISTANCE
  - DEFEND
  - ESTABLISH SECURITY
  - PLAN FIRES
  - CONDUCT RECONNAISSANCE
  - PREPARE FOR CONTINGENCY MISSION
- REORGANIZATION
  - EVACUATE CASUALTIES, POWs, & DAMAGED EQUIPMENT
  - REDISTRIBUTE/REPLENISH SUPPLIES

CONCLUSION

- Doctrinal Terms
- Planning
- Execution
- Questions?